

Listing of Claims:

(Claims 1-81 have been cancelled and claims 82-101 have been added)

1-81. (Canceled)

<sup>22</sup>~~82~~. (New) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;

allowing a user to share materials generated by the user with other users, with the user's changes in the materials being seen by the other users in real time during the session;

retrieving materials related to the subject during the dialog session for the group of users to share;

assessing, during the session, at least one user's understanding to track performance; and

allowing some of the users to interact among themselves privately, separate from at least one other user.

<sup>22</sup>~~83~~. (New) A computer-implemented group-learning method as recited in claim <sup>21</sup>~~82~~ further comprising customizing the training of the at least one user on the subject based on assessing that user's understanding.

<sup>23</sup>~~84~~. (New) A computer-implemented group-learning method as recited in claim <sup>21</sup>~~82~~ further comprising recording the session to allow for later playback.

<sup>24</sup>~~85~~. (New) A computer-implemented group-learning method as recited in claim <sup>21</sup>~~82~~ further comprising registering the users for the session.

<sup>25</sup>~~86~~. (New) A computer-implemented group-learning method as recited in claim <sup>21</sup>~~82~~ wherein, at least for some of the users, each is represented by a symbol on a screen that can be seen by the other users during the session.

<sup>26</sup>  
~~87~~. (New) A computer-implemented group-learning method as recited in claim <sup>21</sup>~~82~~ wherein at least one user's face can be seen on a screen by other users during the session.

<sup>27</sup>  
~~88~~. (New) A computer-implemented group-learning method as recited in claim <sup>21</sup>~~82~~ further comprising allowing an instructor to observe a user during the session.

<sup>28</sup>  
~~89~~. (New) A computer-implemented group-learning method as recited in claim <sup>21</sup>~~82~~ further comprising providing materials for a user to learn at the user's pace during the session.

<sup>29</sup>  
~~90~~. (New) A computer-implemented group-learning method as recited in claim <sup>21</sup>~~82~~ further comprising:  
allowing a user to create notes on the subject; and  
allowing the user to identify an area in the retrieved materials and copying said area to the user's notes.

<sup>30</sup>  
~~91~~. (New) A computer-implemented group-learning method as recited in claim <sup>29</sup>~~90~~ wherein the user's notes can be saved to allow for later review.

<sup>31</sup>  
~~92~~. (New) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:  
setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;  
allowing a user to share materials generated by the user with other users, with the user's changes in the materials being seen by the other users in real time during the session;  
retrieving materials related to the subject during the dialog session for the group of users to share;  
representing, at least for some of the users, each by a symbol on a screen that can be seen by the other users during the session; and  
allowing at least one user's face to be seen on the screen by other users during the session.

<sup>32</sup>  
~~95~~. (New) A computer-implemented group-learning method as recited in claim <sup>31</sup>~~92~~ further comprising assessing, during the session, at least one user's understanding to track performance.

<sup>33</sup>  
~~94~~. (New) A computer-implemented group-learning method as recited in claim <sup>31</sup>~~92~~ further comprising allowing some of the users to interact among themselves privately, separate from at least one other user.

<sup>34</sup>  
~~95~~. (New) A computer-implemented group-learning method as recited in claim <sup>31</sup>~~92~~ further comprising recording the session to allow for later playback.

<sup>35</sup>  
~~96~~. (New) A computer-implemented group-learning method as recited in claim <sup>31</sup>~~92~~ further comprising:  
allowing a user to create notes on the subject; and  
allowing the user to identify an area in the retrieved materials and copying said area to the user's notes.

<sup>36</sup>  
~~97~~. (New) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:  
setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;  
allowing a user to share a drawing generated by the user with other users, with the user's changes in the drawing being seen by the other users in real time during the session;  
retrieving materials related to the subject during the dialog session for the group of users to share;  
allowing an instructor to observe a user during the session; and  
recording the session to allow for later playback,  
wherein the method also comprises registering the users for the session.

<sup>37</sup>  
~~98~~. (New) A computer-implemented group-learning method as recited in claim <sup>36</sup>~~97~~ further comprising assessing, during the session, at least one user's understanding to track performance.

<sup>38</sup>  
~~99~~. (New) A computer-implemented group-learning method as recited in claim <sup>36</sup>~~97~~ further comprising allowing some of the users to interact among themselves privately, separate from at least one other user.

<sup>39</sup>  
~~100~~. (New) A computer-implemented group-learning method as recited in claim <sup>36</sup>~~97~~ further comprising providing materials for a user to learn at the user's pace during the session.

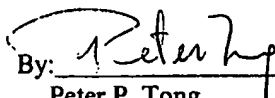
<sup>40</sup>  
~~101~~. (New) A computer-implemented group-learning method as recited in claim <sup>36</sup>~~97~~ further comprising:

allowing a user to create notes on the subject; and

allowing the user to identify an area in the retrieved materials and copying said area to the user's notes.

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Respectfully submitted,

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